

1. Strings

How do you declare a string in JavaScript? Provide an example.

```
Let x="js";
```

What will be the output of the following code?

```
let firstName = "John";
```

```
let lastName = "Doe";
```

```
console.log(firstName + " " + lastName);
```

john doe

How can you find the length of a string in JavaScript?

```
console.log(firstName.length);
```

2. Booleans

What are the two possible boolean values in JavaScript?

0 , 1

Predict the output of the following:

```
let x = 10 > 5;
```

```
console.log(x);
```

1

How do you check if a variable is true in an if-statement?

```
if(x===1){
```

```
}
```

3. Objects

How do you create an object in JavaScript?

```
Let car={name:"BMW",  
Model:"2020",  
Color:"black",};
```

Given the following object:

```
let person = {  
  name: "Ali",  
  age: 25,  
  country: "Jordan",  
};
```

How would you access the age property?

Person.age

What will be the output of the following code?

```
let user = {  
  name: "Sara",  
  age: 22,  
  job: "Engineer",  
};  
console.log(user["job"]);  
Engineer
```

4. Array Objects

How do you declare an array in JavaScript?

```
let car=[ "VW" ,"2020"];
```

What will be the output of this code?

```
let fruits = ["apple", "banana", "cherry"];
```

```
console.log(fruits[1]); banana
```

How can you add an item to the end of an array?

5. Date Objects

How do you create a new Date object in JavaScript?

```
let date=new Date();
```

How do you get the current day of the week from a Date object?

```
let date=new Date();
```

```
let currentDay = date.getDay();
```

```
console.log(currentDay);
```

6. Functions

What will be the output of the following function call?

```
function multiply(x, y) {
```

```
    return x * y;
```

```
}
```

```
console.log(multiply(4, 5));
```

20

How do you define a function that converts Fahrenheit to Celsius?

Let f;

```
Function convert(f ){
```

```
Return (f - 32) * 5 / 9; }
```

```
console.log(convert(5));
```

7. Objects with Methods

How do you define a method inside a JavaScript object?

```
Let car = {
```

```
name:"BMW",
```

```
model:"2020",
```

```
clientInfo: function(){
```

```
return this.name + " " + this.model;};
```

What will be the output of the following code?

```
let car = {
```

```
  brand: "Toyota",
```

```
  model: "Corolla",
```

```
  getDetails: function () {
```

```
    return this.brand + " " + this.model;
```

```
  },
```

```
};
```

```
console.log(car.getDetails());
```

Toyota Corolla

How can you add a new method to an existing object?

```
car.info=function(){ return this.brand + " " + this.model;};
```

8. Looping through Objects

How can you loop through an object's properties?

```
For( let x in person){ //what you want to print}
```

What will be printed by the following loop?

```
let person = {  
  name: "Hussam",  
  age: 30,  
  city: "Amman",  
};
```

```
for (let key in person) {  
  console.log(key + ": " + person[key]);  
}
```

name: Hussam

age: 30

city: Amman

9. Conditional Statements

What is the difference between if and else if? If is the first statement to know the condition true or false if it false it automatically goes for the next statement to check the condition if it was true or false

Identify the issue in the following code:

```
let age = 25;
if (age > 30) {
  console.log("Older than 30");
} else if ((age = 30)) {
  console.log("Exactly 30");
} else {
  console.log("Younger than 30");
}
```

Correct the mistake in the above code.

else if (age === 30) the === to check if it equals or not

10. Switch Statements

What will be the output of this switch statement if today is Monday?

```
let day;
switch (new Date().getDay()) {
  case 0:
```

```
    day = "Sunday";  
    break;  
case 1:  
    day = "Monday";  
    break;  
default:  
    day = "Invalid day";  
}  
console.log(day);
```

Monday

How does the break statement work in a switch case?

It means that when you find what are you looking for go out of the switch

What happens if you forget to include a break statement in a switch case? it will print the statement even if it was not right